

qc

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Chapter 1

qc

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From a press release from Decipher (February 20, 1996):

"Later in 1996, Decipher plans to release the Q-Continuum expansion set. A large percentage of these cards will involve Q-related mischief and the possibility of a "side game" which is played inside the existing game. For example, cards will function in a manner similar to the way Q often kidnapped Picard and Company to play "games" during the series."

It was released on the 25th of October.

[Click here for a preview!](#)

1.3 STCCG.guide/Q-Continuum Preview

Q-Continuum Preview

Here are some cards which were shown by Decipher, Inc. at GenCon 96 in August:

Brainwash
 Colony
 Data's Body
 I.K.C. T'Ong
 Investigate Legend
 Kareen Brianon
 Klingon Civil War
 Q's Tent
 Sakkath
 Sirol
 Soong-type Android
 Tarmin
 The Naked Truth
 U.S.S. Stargazer
 Wrong Door

1.4 STCCG.guide/Q-Continuum Card List

Star Trek: The Next Generation® Customizable Card Game™

Q-Continuum

C A R D L I S T

Card Name	Card Type	Rarity
Aldebaran Serpent	Q Event	C
Amanda's Parents	Q Event	C
Android Nightmares	Dilemma	U
Anti-Matter Pod	Equipment	C
Arbiter of Succession	Interrupt	R
Are These Truly Your Friends, Brother?	Q Interrupt	C
Barber Pole	Event	U
Bendii Syndrome	Dilemma	R
Blade of Tkon	Artifact	R
Brainwash	Event	R
Calamarain	Event	R
Canar	Artifact	R
Chinese Finger Puzzle	Dilemma	C
Colony	Station	C
Data's Body	Personnel	R**
Data's Medals	Interrupt	C
Discommendation	Event	U
Door-Net	Q Event	C
Doppelganger	Event	R
Drag Net	Event	R
Drought Tree	Event	C
Dr. Q, Medicine Entity	Q Interrupt	C
End Transmission	Interrupt	C
Frigid	Q Event	U
Galen	Personnel	R
Gibson	Personnel	C

Gift of the Tormentor	Q Interrupt	C
Go Back Whence Thou Camest	Q Dilemma	C
Guilty - Provisionally	Q Dilemma	U
Heisenberg Compensators	Event	U
His Honor, the High Sheriff of Nottingham	Q Dilemma	U
I Am Not a Merry Man	Event	R
I.K.C. Maht-H'a	Ship	R
I.K.C. T'ong	Ship	U
Immortal Again	Event	U
Incoming Message - The Continuum	Q Interrupt	C
Into the Breach	Q Event	C
Investigate Legend	Mission	R
Ira Graves	Personnel	R
Jealous Amanda	Q Events	C
Jenice Manheim	Personnel	U
John Doe	Personnel	U
Juliana Tainer	Personnel	R
Kahlest	Personnel	U
Kareen Brianon	Personnel	U
Katherine Pulaski	Personnel	R
K'chiQ	Personnel	C
Keiko O'Brien	Personnel	R
Kitrik	Personnel	U
Klingon Civil War	Event	R
Klingon Painstik	Interrupt	U
K'nera	Personnel	U
Kova Tholl	Personnel	U
Lal	Personnel	R
Lemon-Aid	Q Interrupt	C
Madam Guinan	Personnel	R
Madred	Personnel	R
Mandarin Bailiff	Q Dilemma	C
Manheim's Dimensional Door	Doorway	R
Marouk	Personnel	U
Military Privilege	Q Event	C
Mirasta Yale	Personnel	U
Mona Lisa	Artifact	R
Mordock	Personnel	U
Mortal Q	Personnel	R*
Mr. Homn	Personnel	R
Nebula	Mission	C
Nick Locarno	Personnel	R
Off Switch	Interrupt	C
Parallax Arguers	Interrupt	C
Paxan "Wormhole"	Mission	R
Penalty Box	Q Event	U
Plague Planet	Mission	R
Pla-Net	Q Dilemma	C
Plasmadyne Relay	Equipment	C
Plexing	Interrupt	C
Paul Manheim	Personnel	R
Q-Flash	Doorway	C*
Q's Planet	Mission	U
Q's Tent	Doorway	C
Q's Vicious Animal Things	Dilemma	U
Rager	Personnel	U
Robin Lefler	Personnel	U

Royale Casino: Craps	Dilemma	U
Sakkath	Personnel	U
Samaritan Snare	Mission	R
Samuel Clemens	Personnel	U
Scottish Setter	Q Event	C
Security Precautions	Dilemma	C
Sirol	Personnel	U
Sonya Gomez	Personnel	U
Soong-type Android	Personnel	C
Space	Mission	C
Subsection Q, Paragraph 10	Q Interrupt	C
System-Wide Cascade Failure	Dilemma	R
Tarchannen Study	Mission	R
Taris	Personnel	R
Tarmin	Personnel	R
Telak	Personnel	U
Terix	Ship	R
Terraforming Station	Station	R
The Higher... the Q-er	Q Interrupt	C
The Issue is Patriotism	Q Interrupt	U
The Naked Truth	Q Interrupt	C
The Sheliak	Dilemma	R
Tijuana Crass	Q Event	C
Timicin	Personnel	U
T'Pau	Ship	U
Transfiguration	Event	U
Trust Me	Q Event	C
T'Shanik	Personnel	U
U.S.S. Stargazer	Ship	R
Ves Alkar	Personnel	U
Wesley Gets the Point	Q Interrupt	U
Where's Guinan?	Q Interrupt	U
Wrong Door	Interrupt	U
You Will In Time	Q Event	C
Yuta	Dilemma	R
Zalkonian Storage Capsule	Event	R
Zalkonian Vessel	Ship	C
Zon	Personnel	R

Key to Rarity:

- R Rare
- U Uncommon
- C Common
- * 4/3 As Frequent as Other Cards In Its Rarity Category
- ** Collated With Uncommons (But Still Rare)

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1.5 STCCG.guide/Q-Continuum-Rules

Q-Continuum TM

Star Trek The Next Generation: CCG Q-Continuum Rules Supplement

Q-Continuum, the second expansion set for the Star Trek: The Next Generation © Customizable Card Game TM contains 121 innovative new cards. This sheet supplements existing rules and presents new concepts.

- Side Decks - A new feature introduced in this expansion set. Side decks are optional customized decks of cards separate from, and in addition to, your normal 60-card game deck. Each side deck is shuffled and placed face down on the table, then activated during the seed phase by a Doorway card. This Doorway card is placed face up on the side deck and counts toward your 60-card total.
- Q-Continuum - The first of these new side decks, called the Q-Continuum, is composed entirely of Q-Continuum cards identified by the Q icon. These special cards come into play only via this side deck. Q-Continuum cards represent actions of Q or one of the other Q entities. Although the Q-Continuum cards in your side deck are interrupts, events etc., it is helpful to think of them as dilemmas which your opponent will face. You may customize your side deck with any number of Q-Continuum cards (even duplicates), without restriction. Each player may have only one Q-Continuum side deck in play.
- Q-Flash - The Doorway card that activates your Q-Continuum is the Q-Flash. Q-Flash doorways are also seeded like dilemmas under any mission location (subject to the normal rules of duplication) to cause your opponent to face the cards in your Q-Continuum.

When your opponent encounters a Q-Flash under a mission, the crew or Away Team must collectively face a number of your Q-Continuum cards equal to the number of personnel present. Draw and resolve Q-Continuum cards one at a time. As with dilemmas, if the same Q-Continuum card occurs more than once during a given Q-Flash, discard any duplicates. (If you encounter a Q-Flash and your opponent does not have a Q-Continuum side deck, discard that Q-Flash.)

A Q-Continuum card that contains the phrase "until any Q-Flash" has its effect only until the next Q-Flash card is played from a hand or encountered by any crew or Away Team, then is discarded. Q-Continuum cards are subject to the appropriate nullifying

cards unless otherwise specified (e.g., Amanda Rogers nullifies Q-Continuum interrupts). If an entire crew or Away Team is killed, captured, relocated or otherwise unable to continue a Q-Flash, do not draw any remaining Q-Continuum cards. Unless otherwise specified, a Q-Continuum dilemma does not "stop" a crew or Away Team that cannot meet its requirements.

Q's Tent - Another side deck, called Q's Tent, allows you to stockpile up to 13 different cards which you can access during play. You may put any card in your Q's Tent side deck except a Q-Continuum card (unless allowed by the card). You may not stock duplicate cards within Q's Tent. Each player may have only one Q's Tent side deck in play.

The Q's Tent Doorway card activates your Q's Tent side deck. Q's Tent doorways are also stocked in your draw deck and may be played at any time during your turn to access a card in your Q's Tent (either randomly or selectively, as described on the card).

Cards that must be seeded (e.g., missions, dilemmas and artifacts) can be placed in your Q's Tent and brought into your hand, but you will not be able to use them unless you have a way to seed them (such as Q's Planet).

Q's Planet - This multifaceted mission has subtle rule interpretations worth discussing. It is not seeded at the beginning of the game, but comes into play later. When your opponent encounters this card from your Q-Continuum, you immediately insert it anywhere on the spaceline. Your opponent now places a seed card underneath the mission, then you place the next seed card, and so on. In this case, no special card play is needed to obtain seed cards from your discard pile or Q's Tent.

A special feature of this Q-Continuum mission is that it can be placed in your Q's Tent. Once you have retrieved Q's Planet into your hand, you may insert it on the spaceline as your normal card play. Players then place seed cards as described above.

Investigate Legend - When Aldea is cloaked, personnel may not beam or shuttle to or from the planet.

However, Iconian Gateways, Dimensional Shifting, Love Interests and other such forms of travel function normally.

- Dual-Icon Missions - This new icon combination allows dilemmas of all types to be seeded here. To attempt, continue or solve such a mission, you must have both a ship and an Away Team present. At a mission of this type:
- [Space icon] dilemmas affect the crew.
- [Planet icon] dilemmas affect the Away Team.
- [Half icons] dilemmas and [Q icon] Q-Continuum cards affect both groups together. Personnel can pool their skills in an attempt to overcome these cards.
- "Counts as 1/2 card" - The new mission entitled "[Image] Space" counts as half a card.
- Example: Two "[Image] Space" missions plus five other missions count as six missions, six seed cards toward your seed card limit of 30, and six cards toward your deck limit of 60.
- Discarding as a Mission Requirement - When a mission states that you must discard a card, that card must come from the crew or Away Team attempting the mission, not from your hand.
- Stations - A new card type similar to outposts. Stations have shields and can be attacked by enemy ships, as well as the Borg Ship dilemma. Stations are not duplicatable at a particular location. Your stations may not coincide with your outposts. Some stations are seeded, while others are built later. Building a station, like building an outpost, counts as your normal card play.
- Colony - The first of these new stations is called a Colony. Whoever has an unopposed Away Team here scores points as indicated on the card. If a Colony is destroyed, any Away Teams there are not automatically killed.
- Terraforming Station - Another station allows you to "terraform" (redefine) the requirements of a planet mission for a subsequent game. This means that you may choose to replace each requirement with another known requirement of the same type (e.g., replace a skill
-

with another skill). You may redefine any skills, classifications and attributes. You may also redefine the name of a personnel, equipment or artifact card. For example, if a mission required "MEDICAL + Guinan + CUNNING > 30" it could be changed to "ANIMAL + Spock + INTEGRITY > 30". The redefinition works for both ends of the mission. You may not redefine numbers, icons or special requirements like:

"3 [Image]icon Personnel".

The planet loses the redefinition after your next game with the same opponent, even if you don't use that mission.

- Manheim's Dimensional Door - Simple Example: Suppose this doorway is already in play. Your opponent plays Kevin Uxbridge to nullify your Q-Net. You immediately show a Kevin Uxbridge from your hand. The result is that your opponent's card experiences a temporal "hiccup" and play is suspended. You replace Kevin Uxbridge in your hand and play another card, perhaps Major Rakal at your outpost. The opponent's card play now resumes and nullifies your Q-Net.
- More Complex Example: Assume the situation above, but instead of playing Major Rakal you play Rishon Uxbridge on your Q-Net. When your opponent's card play resumes, instead of nullifying the Q-Net as was originally intended, it nullifies Rishon Uxbridge.
- Royale Casino: Craps - If you don't show a Personnel card, your opponent wins the points.
- Parallax Arguers - The phrase "If that was cool" refers to your assessment of the previous action (but your opponent may have a different opinion). Don't take this card too seriously!
- Android - An abbreviation for "Soong-type android". The two terms are interchangeable.
- Juliana Tainer - Dr. Tainer is unaware that she is an android. She becomes aware if she is in a situation which (1) requires an android and no other androids are present or (2) treats androids differently from regular personnel. Once she becomes aware, she can use her full CUNNING and STRENGTH but is "stopped" until the end of that turn.
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- Mirasta Yale - When your Away Team encounters a seeded Mirasta Yale, she immediately joins that Away Team, even though the mission is not solved.
- Mordock - Mordock's special skill utilizes a strategy of totally avoiding battle.
- Data's Body - This Personnel card is unusable but movable (like an Equipment card) until you attach Data's Head. When Data's Head and Data's Body are present together, you may declare them to be attached (or detached) as desired during your turn. You must keep your opponent informed of their status. When attached, Data's Head is no longer an artifact; instead, the two cards together are considered a single Personnel card.
- "Disabled" - Personnel which are disabled (e.g., Data's Body, or personnel affected by the Ktarian Game or Two-Dimensional Creatures) are similar to personnel in stasis, but they may be moved or beamed in the same manner as equipment cards.
- Brainwash - If Brainwash is nullified without the personnel being rescued, that personnel reverts to "captive" status.
- Restriction Box - Some personnel have limitations listed just above their skills in a new area called a "restriction box".
- "Does not work with [Fed Icon] affiliation" - A card with this phrase in its restriction box never mixes with Federation personnel or ships, even under a treaty.
- Boldface Lore and the "Persona" Concept - A boldface name in personnel lore indicates that this card is the same "persona" as the boldface name. You may not have more than one instance of the same persona in play at the same time. For example, Jean-Luc Picard, Galen and Locutus of Borg are all considered the same persona.
- Transporter Skill - A skill which includes a built-in function. For each Transporter Skill present on a ship, once per turn you may beam one additional card through anti-beaming cards (Distortion Field, Atmospheric Ionization, etc.). For example, if you had an Away Team trapped by a Particle Scattering Field, Robin Lefler could beam up one Away Team member per turn.
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- Guramba - A Nausicaan skill from a word meaning "courage". Wherever your Away Team has Guramba, your opponent must have two leaders present in order to initiate an Away Team battle.
- Cybernetics - When Cybernetics skill is present where you report an android for duty, that android does not count as your normal card play for that turn.
- Tal Shiar - SECURITY FILE DECRYPTION SEQUENCE COMPLETE. CODE MATCHES RSE TAL SHIAR DATA FILE. PROCONSUL NERAL'S SECURITY CODE DETECTED. MESSAGE FOLLOWS: To all field agents, from Tal Shiar High Command. You are hereby authorized to do the following: You may persecute and eliminate disloyal Romulans. If the military officer is unable or unwilling to obey this directive, you are empowered to enact it yourself as you see fit. All hail the Praetor and the glorious Romulan Star Empire! Jolan true.
- FEDERATION SECURITY ANALYSIS: Intercepted transmission indicates that Tal Shiar personnel allow Romulans present to initiate battle against other Romulans. Also, if no other leader is present, a Tal Shiar personnel may act as a leader for battle.
- Miracle Worker - "Ye didna tell 'im how long it would really take, did ye? Oh laddie, ye've got a lot to learn if you want people to think of ye as a miracle worker". Because a Miracle Worker does not reveal all of his talents at once, this extraordinary skill contains as-yet-unrevealed skills.
- In 2369, Geordi La Forge said of Captain Scott's handiwork, "I've never seen a transporter jury-rigged like this before", discovering this fact: Miracle Worker includes Transporter Skill.
- Selecting Skills - Some cards allow you to select skills for personnel. In these cases you may only choose one- or two-word skills (such as Physics or Stellar Cartography), not special skills that are explained in a sentence (such as "May nullify Male's Love Interest where present").
- Undefined Variables - Any time a card has an undefined variable (e.g., Mortal Q's CUNNING), it is treated
-

- as zero. Undefined variables cannot be modified with other cards.
- "Outside the Game" - Cards brought in from "outside the game" may not be any of your cards currently "out-of-play" or duplicates of those cards.
- "May be nullified only by..." - A card containing this phrase cannot be nullified by any cards other than the one listed.
- "May be nullified by..." - A card containing this phrase may be nullified by the card listed, as well as any other applicable nullifying cards.
- "Once in play..." - This new phrase, introduced on Mortal Q, means that the card's effect continues for the rest of the game, even after the card is no longer in play. The lingering effect might, however, be specifically affected by other cards.
- "Q-Related Dilemma" - This phrase (on the Q2 card) refers to Q-Continuum Dilemma cards and other dilemmas with Q's name in the title.
- New Seeding Sequence - To accommodate new card types such as stations, doorways seeded like dilemmas etc., use the following seeding sequence: (1) doorways; (2) missions; (3) artifacts, dilemmas and cards seeded like dilemmas (4) outposts and stations.

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1.6 STCCG.guide/Q-Continuum/Fleshing out the Flash

Fleshing out the Flash
 From Jason Winter, aka Q
 August 1997

An anatomy of the development of the Q-Flash

Here was my big moment. I was about to do what so many Star Trek CCG fans had only dreamed of. I was going to playtest an expansion for the game -- Q-Continuum. I had already playtested A New Hope for Star Wars, but that set had been more straightforward and had less of an impact on the Star Wars playing field as a whole. Q-Continuum had a lot greater billing to live up to.

I was introduced to the two major game elements of the set, the side decks produced by the doorways Q's Tent and Q-Flash. Remarkably, Q's Tent has remained virtually unchanged from that playtest. Q-Flash, on the other hand, required a lot more work. The original wording on the Q-Flash card went something like this:

Place one atop Q-Continuum side deck during the seed phase. Q-Continuum is now open and in play. OR Seed under any mission like a dilemma. Any crew or Away Team encountering this Q-Flash must experience one card from opponent's Q-Continuum. OR Stock in deck to play on a crew or Away Team which experiences one card from your Q-Continuum.

That's right, one card. The Q-Icon cards themselves varied widely in power. A card similar to Amanda's Parents, a minor impediment to Amanda Rogers, was on the weak side. Another card enhanced Away Team battles. On the other hand, one card, "Q Toast" (the image now seen as "Lemon-Aid"), scattered the entire crew or Away Team across every planet location randomly! This struck my opponent in one game, forcing him to spend the rest of the game scrambling to catch up.

The cost of this mechanism was also too high for the benefits. A card like Amanda's Parents was weak if it took up a whole dilemma slot. Most people would rather put a dilemma in that slot. Also, the Q-Continuum deck itself was random, meaning that even if you had a card you wanted your opponent to come up with, there was no guarantee he would ever hit it. However, from that playtest, two rules were laid down about how the Q-Continuum should work:

1) It should be random. The Q-Continuum is meant to represent the workings of Q, flashing in, turning people into dogs, and leaving just as quick. You never knew what to expect from Q, and this mechanism should represent that.

2) Q could not repeat himself. Again, Q is always doing something different, never trying the same trick twice. You can probably see by now how this point was incorporated into the final version of the Q-Continuum.

3) It should be useful. Nobody wants to play with a mechanism that doesn't help them win.

The problem with Rule #1 was that if the design were too random, you ran into the usefulness

problem; how many players would play with a completely random mechanism that had just as good a chance of benefiting the player as hindering his opponent (many of the original Q-Icon cards had a global effect on play). Rule #2 painted us into the corner of effectively making each Q-Icon card unique. Why would you play with more than one copy of a card that would have no effect if it were duplicated? And Rule #3 was the toughest of all. In short, that rule said that the Q-Flash had to work.

Back to the Drawing Board

When you see the finished product, it's easy to link the beginnings of the card (which you see above) to the final product and to wonder why such a leap didn't come naturally. However, it wasn't for several days after that playtest that a key in the development of the Q-Flash occurred. What if you experienced multiple Q-Icon cards? As it was, a player would not expect to face more than 10 Q-Flashes a game, tops. This meant only 10 Q-Icon cards would ever be needed. That's not much of a side deck.

Thinking literally, the Decipher crew wondered what actually happened on the show when Q appeared. He would typically appear, present some challenge for the crew, and then leave. However, after he left, Picard would almost be glad for his interference, because he had literally taught them a useful lesson in life.

The closest thing Star Trek CCG had to "learning lessons in life" was scoring points, so the new proposal for the Q-Flash was this: When a Q-Flash is encountered (as a dilemma -- the notion of playing one from your hand didn't last long), Q randomly selects up to five personnel from each player (or all personnel if a player has fewer than five). You then encounter five cards from one player's Q-Continuum. Each card lists a way to score "Q-points" (different from normal game points). The team with the most points "won" and scored real points equal to the difference in "Q-points."

For example, a card picturing Q in African safari gear (as seen at the end of "Qpid") might say, "Score one Q-Point for each Archaeology present." A picture of the crew engaging in a battle such as in "Hide and Q" versus Vicious Animal Things might allow you to forfeit (kill) one personnel to gain 5 Q-Points. Another card might give 3 Q-Points to

the player with the fewest cards in their hand.

This system was only briefly considered, as it didn't seem to fit perfectly into the notion of exactly how Q acts. He doesn't abduct two teams, one of Romulans, and one of humans, and run them against each other in some bizarre test (see TOS's "The Savage Curtain" for that). Also, if the only thing you could do from a Q-Flash is score points, it would get old quick. But the seed for multiple Q-Icon cards had been sown in the fertile minds of Product Development.

Putting it all together

One of Decipher's goals is always to produce new cards and ideas for counteracting abused strategies. One of the most-often used strategies is "overloading," blowing through dilemmas and missions with a mega-Away Team of ten to fifteen personnel. Somewhere along the line of development of the Q-Flash, something clicked and the Decipher PD crew came up with the key idea -- what if the number of Q-Icon cards you experienced in a Q-Flash was linked to the size of your Away Team or ship's crew?

This was the crowning glory of the mechanism. This would force a large Away Team to go through double-digit "mini-dilemmas" in the form of the Q-Icon cards, a hefty deterrent. Each Q-Icon card would either have a minor function that would be useful a majority of the time, or a major function that would be useful a minority of the time. Also, it allowed us to make several anti-Federation cards you would not normally put in your deck, if you didn't want to assume that your opponent was playing Federation, as well as specific cards to combat Ressikan Flute, Amanda Rogers, and of course, Wesley Crusher. All of these cards could be added to your strategy at a minimal cost. Hence, Rules #1 and #3 were satisfied -- a random, yet useful mechanism, from a cost-benefit ratio.

Just like with your normal deck, though, there were undoubtedly going to be cards you favored over others. We didn't want to make the Q-Icon cards unique, but also realized that they could be abused in multiples. Also, Rule #2 forced us into non-repetition in our Q-Flash. So, just as normal dilemmas couldn't be used in multiples, it was ruled that Q-Icon cards would also not be effective in multiples within the same Q-Flash. This meant that from Q-Flash to

Q-Flash, the cards could repeat, but each Q-Flash itself would present unique cards. Since duplicates would count against the total number of Q-Icon cards repeated, the player overusing such cards would be penalized for that strategy.

And so, the Q-Flash was all but complete. Several days were spent tweaking the individual Q-Icon cards so that their power level would be right, and the players have been the judges of whether that power was correctly fixed. Whether you use a Q-Flash or not, we hope you can appreciate all the work that goes into a major game element such as this, and that the mental leap from Point A to Point B in card development isn't always at warp speed.

For real Q-Flash strategy, read Q's earlier article "The Flash."